

component polygons, wherein no articulating components are included between said reference polygon and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model, computes the reference polygon based on a position information of said reference polygon in the motion data, places the reference polygon in a three-dimensional space, and directly places said component polygons for said reference polygon in the three dimensional space based on the position information of said reference polygon without computing said articulating components.

19. (Amended) A data processing apparatus having a processor for a human game character, said human game character comprising:

a reference polygon; and

component polygons, wherein no articulating components are included between said reference polygon and said component polygons,

wherein the processor stores motion data that is capable of executing a motion for a movement of a game character model, and computes and directly places component polygons for said reference polygon based on the motion data without computing said articulating components.

**Please add new claims 21-28 as follows:**

--21. A data processing apparatus of claim 17, wherein the motion data includes articulating components for the movement of the game character model.

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22. A data processing apparatus of claim 17, wherein the reference polygon represents a torso of the game character.

23. A data processing apparatus of claim 17, wherein one of the component polygons represents a head.

24. A data processing apparatus of claim 17, wherein said game character further comprises:

a plurality of reference polygons.

25. A data processing apparatus of claim 19, wherein the motion data includes articulating components for the movement of the game character model.

26. A data processing apparatus of claim 19, wherein the reference polygon represents a torso of the game character.

27. A data processing apparatus of claim 19, wherein one of the component polygons represents a head.

28. A data processing apparatus of claim 19, wherein said human game character further comprises:

a plurality of reference polygons. --

**REMARKS**

By this Amendment, Applicants amend claims 17 and 19 to more clearly define the present invention; and add new claims 21-28 to claim subject matter to which the Applicants are entitled.

Claims 17-28 are currently pending.

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CONT.